

# Simon Eriksson

3D math, physics and network.

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## Flashbulb Games, Copenhagen Denmark – Game Programmer

APRIL 2021 – Current

Flashbulb has a very flat structure and treats you like any other colleague pretty much right from the get go, giving you lots of responsibility. I've done physics/3D math work and a lot of generalist work. Everything you do needs to work in online multiplayer as well.

The biggest work I've done, that has been released so far, is the modding system. My very first task at Flashbulb was to take that system from its experimental state to a releasable product. This had me poking at all kinds of places in our codebase and I frequently wrote with our modding community to get feedback and make sure that modding in Trailmakers would be as comfortable as possible for them.

## The Game Assembly, Malmö Sweden – Game Programmer Student

SEPTEMBER 2018 – APRIL 2021

The Game Assembly is Regarded as one of the best game development schools in the world.

During my time here I have, among other things, participated in eight group projects, made my own physics engine, a networked physics demo and in collaboration with my group, a completely data driven game engine.

## Swedish Armed Forces, Skövde Sweden – Soldier

JANUARY 2017 - OCTOBER 2017

My last time in the military took place in a mechanized infantry company. Here I was also trained as a Combat Lifesaver.

## Swedish Armed Forces, Stockholm Sweden – Soldier

NOVEMBER 2015 - JANUARY 2017

By some twist of fate, my first employment in the military took place in the Royal Mounted Guard, where I learned to ride horses and spent a lot of time guarding the king of Sweden in a bright blue uniform from the 1800s. Not what I had in mind when I joined the army but I'm really happy to have this experience.

## Swedish Armed Forces, Stockholm Sweden – Recruit

AUGUST 2015 - NOVEMBER 2015

Military basic training. How to make three months feel like twelve.

## SKILLS

Foremost:

C#  
C++  
3D math

Proficient:

Physics  
Unity  
Lua  
Hlsl  
Network UDP  
DirectX 11

Familiar:

Unreal

## LANGUAGE

English  
Swedish